

Amendments to the Claims:

1. (Currently Amended) A server computer for use in a computer network having at least one client computer, the server computer characterized in that the server computer:

sends media assets over said computer network to said client computer,

the server computer coupled to at least one file system organized into a plurality of asset groups,

each asset group comprising at least one media asset,

all media assets within an asset group sharing a quota of system resources including storage medium bandwidth resources and storage medium space resources on the server computer that is reserved for the asset group on a per-asset-group basis rather than on a per-asset basis, and

the asset group and the at least one media asset in the asset group being placed within the at least one file system according to (i) an asset group placement policy for placing the asset group which determines the resource quota for the asset group, and (ii) a media asset placement policy for placing [[he]] the media asset within the placed asset group, which in combination guaranteeing a specified number of simultaneous playouts for each media asset within the asset group; and

the file system further characterized in that the asset group is created by:

specifying a maximum simultaneous playouts for asset group attribute, a maximum bit rate of the assets installed in asset group attribute, a guaranteed possible playouts attribute, and a resource quota attribute;

calculating the storage bandwidth component of the resource quota by multiplying together a maximum simultaneous playouts attribute, a maximum bit rate attribute, and a default guaranteed possible playouts attribute (DGPP);

assigning the asset group to the file system maintained on the server;

storing the media asset(s) in accordance with the asset group; and

defining a data structure that includes a list of pointers that contain values indicating the storage locations of the media assets stored in the asset group, as well as either pointers to values of the attributes or the attribute values themselves rather than pointers or a combination of the pointers and actual values.

2. (Original) The server computer of Claim 1, wherein each media asset belongs to only one asset group.

3. (Original) The server computer of Claim 1, wherein the asset group is limited to a maximum number of simultaneous playouts for the media assets contained within the asset group and further comprises an attribute that designates the number of simultaneous playouts.

4. (Original) The server computer of Claim 1, wherein the asset group is limited to a maximum bit rate at which any single media asset belonging to the asset group can be played out, further comprising an attribute which indicates the maximum bit rate.

5. (Previously Presented) The server computer of Claim 1, wherein the asset group is associated with a guaranteed possible playouts value that guarantees the number of playouts from each asset belonging to the asset group if no other asset is being played out at the same time, further comprising an attribute which indicates the guaranteed possible playouts value.

6. (Original) The server computer of Claim 5, further comprising a default guaranteed possible playouts value.

7. (Original) The server computer of Claim 1, further comprising an asset group policy placement module that places an asset group within the file system.

8. (Original) The server computer of Claim 7, wherein the asset group policy module distributes the asset group across multiple file systems.

9. (Original) The server computer of Claim 1, further comprising a media asset placement policy module that places media assets within the asset group.

10. (Original) The server computer of Claim 9, wherein the media asset placement policy module places media assets within asset groups based on said reserved storage medium bandwidth and storage space.

11. (Original) The server computer of Claim 9, wherein the media asset placement policy module restricts the placement domain of the media asset to the asset group distribution of storage space and storage bandwidth.

12. (Previously Presented) The server computer in Claim 1, wherein said media asset includes an asset selected from the set consisting of audio, text, graphics, image, symbol, video, information item or token, and combinations thereof.

13. (Original) The server computer in Claim 1, wherein said media asset comprises an audio, a video, or an audio-video media asset.

14. (Previously Presented) The server computer in Claim 1, wherein said server computer comprises a mass storage subsystem and said file system organized into said plurality of asset groups is defined in said mass storage subsystem.

15. (Original) The server computer in Claim 14, wherein said mass storage subsystem comprises at least one hard disk drive.

16. (Original) The server computer in Claim 14, wherein said mass storage subsystem comprises a plurality of hard disk drives.

17. (Currently Amended) A server computer for use in a client-server computer architecture, the server sending media assets over a computer network to a client computer, the server having a file system organized into a plurality of asset groups, each asset group comprising a plurality of media assets, wherein the plurality of media assets share a quota of system resources including storage medium bandwidth resources and storage medium space resources on the server computer that is reserved for the asset group to which the plurality of media assets belong on a per-asset-group basis rather than on a per-asset basis, and the asset group and the plurality of media assets in the asset group being placed within the file system according to (i) an asset group placement policy for placing the asset group which determines the resource quota for the asset group, and (ii) a media asset placement policy for placing the media asset within the placed asset group, which in combination guaranteeing a specified number of simultaneous playouts for each media asset within the asset group, wherein each media asset belongs to only one asset group.

wherein the file system is further characterized in that the asset group is created by:

specifying a maximum simultaneous playouts for asset group attribute, a maximum bit rate of the assets installed in asset group attribute, a guaranteed possible playouts attribute, and a resource quota attribute;

calculating the storage bandwidth component of the resource quota by multiplying together the maximum simultaneous playouts attribute, the maximum bit rate attribute, and the default guaranteed possible playouts attribute (DGPP);

assigning the asset group to the file system maintained on the server;

storing the media asset(s) in accordance with the asset group; and

defining a data structure that includes a list of pointers that contain values indicating the storage locations of the media assets stored in the asset group, as well as pointers to values of the attributes or the attribute values themselves rather than pointers or a combination of the pointers and actual values.

18. (Original) The server computer of Claim 17, wherein the asset group is limited to a number of maximum simultaneous playouts for the media assets contained within the asset group and further comprises an attribute that designates the number of simultaneous playouts.

19. (Original) The server computer of Claim 17, wherein the asset group is limited to a maximum bit rate at which any single media asset belonging to the asset group can be played out, further comprising an attribute which indicates the maximum bit rate.

20. (Original) The server computer of Claim 17, wherein the asset group is associated with a default guaranteed possible playouts value that guarantees the number of playouts from each asset belonging to the asset group assuming no other asset is being played out at the same time, further comprising an attribute which indicates the guaranteed possible playouts value.

21. (Previously Presented) The server computer of Claim 17, further comprising an asset group policy placement module that places the asset group within the file system.

22. (Original) The server computer of Claim 21, wherein the asset group policy module distributes the asset group across multiple file systems.

23. (Original) The server computer of Claim 17, further comprising a media asset placement policy module that places media assets within the asset group based on said reserved storage medium bandwidth and storage space.

24. (Currently Amended) A server computer for use in a client server computer architecture, the server sending media assets over a computer network to a client computer, the server having at least one file system organized into a plurality of asset groups, each asset group comprising a plurality of media assets, wherein the plurality of media assets share a quota of system resources including storage medium bandwidth resources and storage medium space resources on the server computer that is reserved for the asset group to which the plurality of media assets belong on a per-asset-group basis rather than on a per-asset basis, and the asset group and the plurality of media assets in the asset group being placed within the at least one file system according to (i) an asset group placement policy for placing the asset group which determines the resource quota for the

asset group, and (ii) a media asset placement policy for placing [[he]] the media asset within the placed asset group,

wherein each media asset belongs to only one asset group, wherein each asset group is limited to a number of maximum simultaneous playouts for the media assets contained within the asset group and further comprises an attribute that designates the number of simultaneous playouts for each media asset within the asset group, wherein each asset group is limited to a maximum bit rate at which any single media asset belonging to the asset group can be played out, further comprising an attribute which indicates the maximum bit rate, wherein each asset group is associated with a default guaranteed possible playouts value that guarantees the number of playouts from each asset belonging to the asset group assuming no other asset is being played out at the same time, further comprising an attribute which indicates the guaranteed possible playouts value; and

wherein the file system is further characterized in that the asset group is created by:

specifying a maximum simultaneous playouts for asset group attribute, a maximum bit rate of the assets installed in asset group attribute, a guaranteed possible playouts attribute, and a resource quota attribute;

calculating the storage bandwidth component of the resource quota by multiplying together the maximum simultaneous playouts attribute, the maximum bit rate attribute, and the default guaranteed possible playouts attribute (DGPP);

assigning the asset group to the file system maintained on the server;

storing the media asset(s) in accordance with the asset group; and

defining a data structure that includes a list of pointers that contain values indicating the storage locations of the media assets stored in the asset group, as well as pointers to values of the attributes or the attribute values themselves rather than pointers or a combination of the pointers and actual values.

25.-54. (Cancelled)

55. (Previously Presented) The server computer of Claim 1, wherein the asset group placement policy is implemented in an asset group placement policy module that performs asset group placement based on attributes which determine the resource quota for the asset group, and wherein the media asset placement policy is implemented by a media asset placement policy module that performs media asset placement within the placed asset group.

56. (Previously Presented) The server computer of Claim 55, wherein asset groups are placed in a manner that avoids distributing the resource quota across multiple file systems, such as on the same disk array or physical storage device, or within the group storage devices that make up a single file system, in order to better utilize the resource quota, avoid fragmentation of disk resources and avoid asset replication.

57. (Previously Presented) The server computer of Claim 56, wherein asset placement policy module evaluates asset bandwidth to determine the optimal placement for the asset and available resources and use this evaluation to distribute the media assets within the asset groups.

58. (Previously Presented) The server computer of Claim 57, wherein asset placement policy module restricts the placement domain of the media asset to the asset group distribution of storage space and storage bandwidth.

59. (Previously Presented) The server computer of Claim 58, wherein the asset group placement policy module reserves storage space and storage bandwidth for the asset group prior to asset installation on the file system.

60. (Previously Presented) The server computer of Claim 1, wherein the storage medium bandwidth resource component of the system resource quota is calculated by multiplying a value of a maximum simultaneous playouts for asset group attribute by a value of a maximum bit rate attribute.

61. (Previously Presented) The server computer of Claim 60, wherein the quota of storage medium space resources defines the maximum storage space for the asset group in order to preserve the reservation of resources for the asset group and depends on a combination of a maximum bit rate, a duration of playing assets installed within asset group, a Default Guaranteed Possible Playouts (DGPP) value for the asset group, and on an availability of storage space of the file system.

62. (Previously Presented) The server computer of Claim 1, wherein the quota of storage medium space resources defines the maximum storage space for the asset group in order to preserve the reservation of resources for the asset group and depends on a combination of a maximum bit rate, a duration of playing assets installed within asset group, a Default Guaranteed Possible Playouts (DGPP) value for the asset group, and on an availability of storage space of the file system.

63. (Previously Presented) The server computer of Claim 61, wherein the Default Guaranteed Possible Playouts (DGPP) is an attribute that identifies the guaranteed number of playouts possible from each asset within the asset group assuming no other asset is being played out at the same time, and a storage manager is operative to create enough copies of assets within asset group at an install time to satisfy the value designated by the DGPP.

64. (Previously Presented) The server computer of Claim 60, wherein the Maximum Simultaneous Playouts for Asset Group is an attribute that indicates a maximum simultaneous playouts possible from an asset group, and wherein the system reserves sufficient file system bandwidth at asset group creation time to satisfy this Maximum Simultaneous Playouts for Asset Group attribute value.

65. (Previously Presented) The server computer of Claim 60, wherein the maximum bit rate attribute is an attribute that describes the maximum bit rate of any single asset installed within an asset group.

Cancel Claims 66-67 without prejudice.

66. (Cancelled)

67. (Cancelled)

68. (Previously Presented) The server computer of Claim 17, wherein the asset group placement policy is implemented in an asset group placement policy module that performs asset group placement based on attributes which determine the resource quota for the asset group, and wherein the media asset placement policy is implemented by a media asset placement policy module that performs media asset placement within the placed asset group.

69. (Previously Presented) The server computer of Claim 68, wherein asset groups are placed in a manner that avoids distributing the resource quota across multiple file systems, such as on the same disk array or physical storage device, or within the group storage devices that make up a single file system, in order to better utilize the resource quota, avoids fragmentation of disk resources and avoids asset replication where possible.

70. (Previously Presented) The server computer of Claim 69, wherein asset placement policy module evaluates asset bandwidth to determine the optimal placement for the asset and available resources and use this evaluation to distribute the media assets within the asset groups.

71. (Previously Presented) The server computer of Claim 70, wherein asset placement policy module restricts the placement domain of the media asset to the asset group distribution of storage space and storage bandwidth.

72. (Previously Presented) The server computer of Claim 71, wherein the asset group placement policy module reserves storage space and storage bandwidth for the asset group prior to asset installation on the file system.

73. (Previously Presented) The server computer of Claim 17, wherein the storage medium bandwidth resource component of the system resource quota is calculated by multiplying the value of the maximum simultaneous playouts for asset group attribute by the value of the maximum bit rate attribute.

74. (Previously Presented) The server computer of Claim 73, wherein the quota of storage medium space resources defines the maximum storage space for the asset group on the file system in order to preserve the reservation of resources for the asset group and depends on a combination of a maximum bit rate, a duration of playing assets installed within asset group, the Default Guaranteed Possible Playouts (DGPP) value for the asset group, and on the availability of storage space of the file system.

75. (Previously Presented) The server computer of Claim 17, wherein the quota of storage medium space resources defines the maximum storage space for the asset group in order to preserve the reservation of resources for the asset group and depends on a maximum bit rate, a duration of playing assets installed within asset group, the Default Guaranteed Possible Playouts (DGPP) value for the asset group, and on the availability of storage space of the file system.

76. (Previously Presented) The server computer of Claim 75, wherein the Default Guaranteed Possible Playouts (DGPP) is an attribute that identifies the guaranteed number of playouts possible from each asset within the asset group assuming no other asset is being played out at the same time, and a storage manager is operative to create enough copies of assets within an asset group at an install time to satisfy the value designated by the DGPP.

77. (Previously Presented) The server computer of Claim 74, wherein the Maximum Simultaneous Playouts for Asset Group is an attribute that indicates the maximum simultaneous playouts possible from an asset group, and wherein the system reserves sufficient file system bandwidth at asset group creation time to satisfy this Maximum Simultaneous Playouts for Asset Group attribute value.

78. (Previously Presented) The server computer of Claim 74, wherein the maximum bit rate attribute is an attribute that describes the maximum bit rate of any single asset installed within an asset group.

Cancel Claims 79-80 without prejudice.

79. (Cancelled)

80. (Cancelled)